

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1-13: Cancelled.

14. (Currently amended) A method comprising:

providing a communications channel between a server and a first client device;  
~~storing preferences of a user associated with a client device in said server;~~  
providing a communications channel between said server and a second client device;  
retrieving real-time interactive content from a plurality of sources into said server;  
~~automatically recognizing transmission and reception capabilities of said first client device with said server and of said second client device with said server;~~  
~~personalizing said real-time interactive content according to the preferences of said user and configuring said personalized real-time interactive content according to said transmission and reception capabilities of said first and second client devices with said server to ensure said first and second client devices each have an adequate window to respond to the real-time interactive content to be provided to an interactive services user interface of said client device;~~  
generating information pertinent to the real-time interactive content; and  
simultaneously transferring said configured real-time interactive content ~~to said interactive services user interface and said pertinent information to a response user interface of said first and second client devices to provide real-time interactive services to said user through said response user interface and said interactive services user interface of said client device.~~

15. (Previously presented) A method as recited in claim 14, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

16. (Previously presented) A method as recited in claim 14, further comprising organizing the retrieved interactive content into a first level database.

17. (Currently amended) A method as recited in claim 16, further comprising storing preferences of a user associated with said first client device in said server, wherein a set of second level databases are generated according to the preferences of said user.

18. (Previously presented) A method as recited in claim 17, wherein the method provides interactive services to a plurality of users, the first level database is organized and shared among said plurality of users, and a plurality of individual sets of second level databases are generated, said plurality of individual sets of second level databases corresponding respectively to said plurality of users.

19. (Currently amended) A computer-readable medium having computer-executable instructions for instructing ~~computer program to be executed by a client device~~ computing apparatus to perform ~~steps~~ actions comprising:

providing one or more communications channels between a server and a first client device;

~~storing preferences of a user associated with said client device in said server;~~

providing a communications channel between said apparatus and a second client device;

retrieving real-time interactive content from a plurality of sources into said ~~server~~ computing apparatus;

~~automatically~~ recognizing transmission and reception capabilities of said first client device with said computing apparatus and of said second client device with said server;

~~personalizing said real-time interactive content according to the preferences of said user and configuring said personalized real-time interactive content according to said transmission and reception capabilities of said first and second client devices with said server to ensure said first and second client devices each have an adequate window to respond to the real-time interactive content to be provided to an interactive services user interface of said client device;~~

generating information pertinent to the real-time interactive content; and

simultaneously transferring said configured real-time interactive content ~~to said interactive services user interface and said pertinent information to a response user interface of said first and second client devices to provide real-time interactive services to said user through said response user interface and said interactive services user interface of said client device.~~

20. (Currently amended) A computer-readable medium ~~computer program~~ as recited in claim 19, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

21. (Currently amended) A computer-readable medium ~~computer program~~ as recited in claim 19, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

22. (Currently amended) A computer-readable medium ~~computer program~~ as recited in claim 21, further comprising organizing the retrieved interactive content into a first level database.

23. (Currently amended) A computer-readable medium ~~computer program~~ as recited in claim 22, wherein the ~~method~~ computing device provides interactive services to a plurality of users, the first level database is organized and shared among said plurality of users, and a plurality of individual sets of second level databases are generated, said plurality of individual sets of second level databases corresponding respectively to said plurality of users.

24. (Currently amended) The ~~apparatus~~ method according to claim ~~14~~ 14, wherein said interactive content comprises betting information.

25. (Currently amended) The ~~apparatus~~ method according to claim 24, wherein said pertinent information comprises current information regarding prospective wagers.

26. (Currently amended) The ~~apparatus~~ method according to claim 24, wherein said interactive content comprises betting information related to the preferences of said client.

27. (Currently amended) The ~~apparatus~~ method according to claim 26, wherein the interactive content comprises betting information related to a sports team of interest to said client.

Claims 28-36: Cancelled.

37. (Currently amended) The ~~apparatus~~computer-readable medium according to claim ~~36~~19, wherein said interactive content comprises betting information.

38. (Currently amended) The computer-readable medium ~~apparatus~~ according to claim 37, wherein said pertinent information comprises current information regarding prospective wagers.

39. (Currently amended) The computer-readable medium ~~apparatus~~ according to claim 37, wherein said interactive content comprises betting information related to the preferences of said client.

40. (Currently amended) The computer-readable medium ~~apparatus~~ according to claim 39, wherein the interactive content comprises betting information related to a sports team of interest to said client.

Claims 41-46: Cancelled.

47. (New) An apparatus comprising:

a communications interface; and

a processor configured to perform actions comprising:

establish a communications channel to a first client device via the communications interface;

establish a communications channel to a second client device via the communications interface;

retrieve real-time interactive content from a plurality of sources;

check a first data transmission speed for transmitting data from the apparatus to the first client device;

check a second data transmission speed for transmitting data from the apparatus to the second client device;

configure said real-time interactive content according to said first and second data transmission speeds to ensure the first and second client devices have an adequate window to respond to the real-time interactive content;

generate information pertinent to the real-time interactive content; and

simultaneously transfer said configured real-time interactive content and said pertinent information to said first and second client devices.

48. (New) The apparatus of claim 47, wherein said apparatus provides a betting service and said adequate window to respond to the real-time interactive content comprises a betting window.